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1 Disk drive energy optimization for audio-video applications

Ravishankar Rao, Sarma Vrudhula, Musaravakkam S. Krishnan

September 2004 CASES '04: Proceedings of the 2004 international conference on Compilers, architecture, and synthesis for embedded systems

Publisher: ACM

Full text available: pdf(653.24 KB) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 32, Citation Count: 2

Earlier techniques for low power speed control in disk drives running audio/video applications attempted to either match the drive's speed to the data rate requirement of the host application (just-in-time speed), or run it at the maximum drive speed, ...

Keywords: disk drive, low power, multimedia, speed control

2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes
Publisher: ACM

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, cited by

Bibliometrics: Downloads (6 Weeks): 57, Downloads (12 Months): 1145, Citation Count: 4

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the ...

3 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes
Publisher: ACM

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Bibliometrics: Downloads (6 Weeks): 37, Downloads (12 Months): 664, Citation Count: 0

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent ...

4 Projectors: advanced graphics and vision techniques

Ramesh Raskar
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes
Publisher: ACM

Full text available: pdf(6.53 MB) Additional Information: full citation, cited by

Bibliometrics: Downloads (6 Weeks): 45, Downloads (12 Months): 658, Citation Count: 1

5 Development and evaluation of a thermal display for material identification and discrimination

Hsin-Ni Ho, Lynette A. Jones
July 2007 ACM Transactions on Applied Perception (TAP), Volume 4 Issue 2
Publisher: ACM

Full text available: pdf(286.49 KB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 141, Citation Count: 0

The objective of this study was to develop and evaluate a thermal display that assists in object identification in virtual environments by simulating the thermal cues associated with making contact with materials with different thermal properties. The ...

Keywords: Haptic interface, hand--object interaction, material identification, semi-infinite body model, thermal display, thermal feedback, thermal perception, virtual environment

6 Performance relighting and reflectance transformation with time-multiplexed illumination

Andreas Wenger, Andrew Gardner, Chris Tchou, Jonas Unger, Tim Hawkins, Paul Debevec
July 2005 SIGGRAPH '05: ACM SIGGRAPH 2005 Papers
Publisher: ACM

Full text available: pdf(4.77 MB) mov(24:57 MIN) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 19, Downloads (12 Months): 144, Citation Count: 6

We present a technique for capturing an actor's live-action performance in such a way that the lighting and reflectance of the actor can be designed and modified in postproduction. Our approach is to illuminate the subject with a sequence of time-multiplexed ...

Keywords: compositing, environmental illumination, image-based rendering, reflectance models, relighting

7 Performance relighting and reflectance transformation with time-multiplexed illumination

Andreas Wenger, Andrew Gardner, Chris Tchou, Jonas Unger, Tim Hawkins, Paul Debevec

July 2005 ACM Transactions on Graphics (TOG), Volume 24 Issue 3

Publisher: ACM

Full text available: pdf(4.77 MB) mov(24:57 MIN)

Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 19, Downloads (12 Months): 144, Citation Count: 6

We present a technique for capturing an actor's live-action performance in such a way that the lighting and reflectance of the actor can be designed and modified in postproduction. Our approach is to illuminate the subject with a sequence of time-multiplexed ...

Keywords: compositing, environmental illumination, image-based rendering, reflectance models, relighting

8 Incorporating query difference for learning retrieval functions in world wide web search

Hongyuan Zha, Zhaohui Zheng, Haoying Fu, Gordon Sun

November 2006 CIKM '06: Proceedings of the 15th ACM international conference on Information and knowledge management

Publisher: ACM

Full text available: pdf(221.23 KB)

Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 147, Citation Count: 0

We discuss information retrieval methods that aim at serving a diverse stream of user queries such as those submitted to commercial search engines. We propose methods that emphasize the importance of taking into consideration of query difference in learning ...

Keywords: WWW search, alternating optiminization, discounted cumulative gain, gradient boosting, least-squares regression, machine learning, quadratic programming, query dependence, query document feature, query specific feature, regularization, relevance, relevance judgment, retrieval function, risk minimization

9 Automatic patent classification using citation network information: an experimental study in nanotechnology

Xin Li, Hsinchun Chen, Zhu Zhang, Jiexun Li

June 2007 JCDL '07: Proceedings of the 7th ACM/IEEE joint conference on Digital libraries

Publisher: ACM

Full text available: pdf(337.68 KB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 230, Citation Count: 0

Classifying and organizing documents in repositories is an active research topic in digital library studies. Manually classifying the large volume of patents and patent applications managed by patent offices is a labor-intensive task. Many previous studies ...

Keywords: citation network, graph kernel, kernel-based method, machine learning, nanotechnology, patent classification

10 Hard lessons: effort-inducing interfaces benefit spatial learning

Andy Cockburn, Per Ola Kristensson, Jason Alexander, Shumin Zhai

April 2007 CHI '07: Proceedings of the SIGCHI conference on Human factors in computing systems

Publisher: ACM

Full text available: pdf(1.69 MB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 298, Citation Count: 0

Interface designers normally strive for a design that minimises the user's effort. However, when the design's objective is to train users to interact with interfaces that are highly dependent on spatial properties (e.g. keypad layout or gesture shapes) ...

Keywords: education, gesture stroke, learning, pen input, skill acquisition, spatial memory, text entry, training

11 CHAMBRE: integrating multimedia and virtual tools

Paolo Bottoni, Stefano Faralli, Anna Labella, Alessio Malizia, Claudio Scozzafava

May 2006 AVI '06: Proceedings of the working conference on Advanced visual interfaces

Publisher: ACM

Full text available: pdf(612.24 KB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 51, Citation Count: 0

Current research in interaction aims at defining new types of multimedia and multimodal experience, at enriching everyday objects and environments with the ability to capture user actions and intentions, and at integrating real and virtual sources of ...

Keywords: multimedia-multimodal interaction, plugins, virtual sensors

12 A reality check for tone-mapping operators

Michael Ashikhmin, Jay Goyal
October 2006 ACM Transactions on Applied Perception (TAP), Volume 3 Issue 4
Publisher: ACM
Full text available: pdf(420.22 KB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 94, Citation Count: 0

A large number of high-quality tone-mapping operators is currently available. In addition to inherent practical value, comparing their performance is necessary to further advance the field and can provide better understanding of visual realism. In this ...

Keywords: Image realism, tone mapping, visual perception

13 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes
Publisher: ACM
Full text available: pdf(20.64 MB) Additional Information: full citation, cited by

Bibliometrics: Downloads (6 Weeks): 80, Downloads (12 Months): 1429, Citation Count: 2

14 A Framework for Three-Dimensional Simulation of Morphogenesis

Trevor M. Cickovski, Chengbang Huang, Rajiv Chaturvedi, Tilmann Glimm, H. George E. Hentschel, Mark S. Alber, James A. Glazier, Stuart A. Newman, Jesus A. Izaguirre
October 2005 IEEE/ ACM Transactions on Computational Biology and Bioinformatics (TCBB), Volume 2 Issue 4
Publisher: IEEE Computer Society Press
Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 102, Citation Count: 0

We present CompuCell3D, a software framework for three-dimensional simulation of morphogenesis in different organisms. CompuCell3D employs biologically relevant models for cell clustering, growth, and interaction with chemical fields. CompuCell3D uses ...

Keywords: Cellular Potts Model (CPM), biological development, reaction-diffusion, cellular automata, morphogenesis, Extensible Markup Language (XML).

15 Evaluating HDR rendering algorithms

Jiangtao Kuang, Hiroshi Yamaguchi, Changmeng Liu, Garrett M. Johnson, Mark D. Fairchild

July 2007 ACM Transactions on Applied Perception (TAP), Volume 4 Issue 2

Publisher: ACM

Bibliometrics: Downloads (6 Weeks): 46, Downloads (12 Months): 377, Citation Count: 0

A series of three experiments has been performed to test both the preference and accuracy of high dynamic-range (HDR) rendering algorithms in digital photography application. The goal was to develop a methodology for testing a wide variety of previously ...

Keywords: High dynamic-range imaging, psychophysical experiments, tone-mapping algorithms evaluation

16 Non-photorealistic rendering in context: an observational study

Tobias Isenberg, Petra Neumann, Sheelagh Carpendale, Mario Costa Sousa, Joaquim A. Jorge

June 2006 NPAR '06: Proceedings of the 4th international symposium on Non-photorealistic animation and rendering

Publisher: ACM

Bibliometrics: Downloads (6 Weeks): 15, Downloads (12 Months): 174, Citation Count: 0

Pen-and-ink line drawing techniques are frequently used to depict form, tone, and texture in artistic, technical, and scientific illustration. In non-photorealistic rendering (NPR), considerable progress has been made towards reproducing traditional ...

Keywords: evaluation of NPR and traditional scientific illustration, non-photorealistic rendering (NPR), observational study, pen-and-ink illustration

17 Acquiring the reflectance field of a human face

Paul Debevec, Tim Hawkins, Chris Tchou, Haarm-Pieter Duiker, Westley Sarokin, Mark Sagar

July 2000 SIGGRAPH '00: Proceedings of the 27th annual conference on Computer graphics and interactive techniques

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(3.70 MB) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 135, Citation Count: 85

We present a method to acquire the reflectance field of a human face and use these measurements to render the face under arbitrary changes in lighting and viewpoint. We first acquire images of the face from a small set of viewpoints under a dense sampling ...

Keywords: facial animation, image-based modeling, rendering and lighting

18 Step Size Adaptation in Reproducing Kernel Hilbert Space

S. V.N. Vishwanathan, Nicol N. Schraudolph, Alex J. Smola

December 2006 The Journal of Machine Learning Research, Volume 7

Publisher: MIT Press

Full text available: pdf(479.03 KB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 30, Citation Count: 0

This paper presents an online support vector machine (SVM) that uses the stochastic meta-descent (SMD) algorithm to adapt its step size automatically. We formulate the online learning problem as a stochastic gradient descent in reproducing kernel Hilbert ...

19 Perception of elementary graphical elements in tabletop and multi-surface environments

Daniel Wigdor, Chia Shen, Clifton Forlines, Ravin Balakrishnan

April 2007 CHI '07: Proceedings of the SIGCHI conference on Human factors in computing systems

Publisher: ACM

Full text available: pdf(279.78 KB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 26, Downloads (12 Months): 310, Citation Count: 0

Information shown on a tabletop display can appear distorted when viewed by a seated user. Even worse, the impact of this distortion is different depending on the location of the information on the display. In this paper, we examine how this distortion ...

Keywords: multi-display, multi-surface, tabletop, visualization

20 Voice puppetry

Matthew Brand
July 1999 SIGGRAPH '99: Proceedings of the 26th annual conference on Computer graphics and interactive techniques
Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(1.82 MB) Additional Information: full citation, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 101, Citation Count: 38

Keywords: computer vision and audition, control, facial animation, learning, lip-syncing

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